

**IN THE SPECIFICATION**

**Please amend the paragraph beginning at page 34, line 14 as follows:**

It is then determined whether or not the player has holed out in step H5. If the player has not yet holed out, the operation returns to step H1. If the player has holed out, the holed-out button is pressed in step ~~H6~~ H4. By doing so, the play data recorded in the recording unit 1 is transmitted from the communication unit 14 of the portable communication terminal 1 to the data center 2. In this case, the upload header including the user ID and the information contents identifier of the holed-out process "1" and the performance data "3", as well as the play data recorded in the recording unit 13, is transmitted to the data center 2.